

A line drawing of a computer system. On the right is a vertical tower unit (12) with a floppy disk drive, a CD-ROM drive, and various ports. On the left is a monitor (14) with a screen (22) and a base (13). In front of the monitor is a keyboard (16). To the right of the keyboard is a mouse (20). A cable (10) connects the tower unit to the monitor. Another cable connects the tower unit to the mouse.

*Fig. 1*

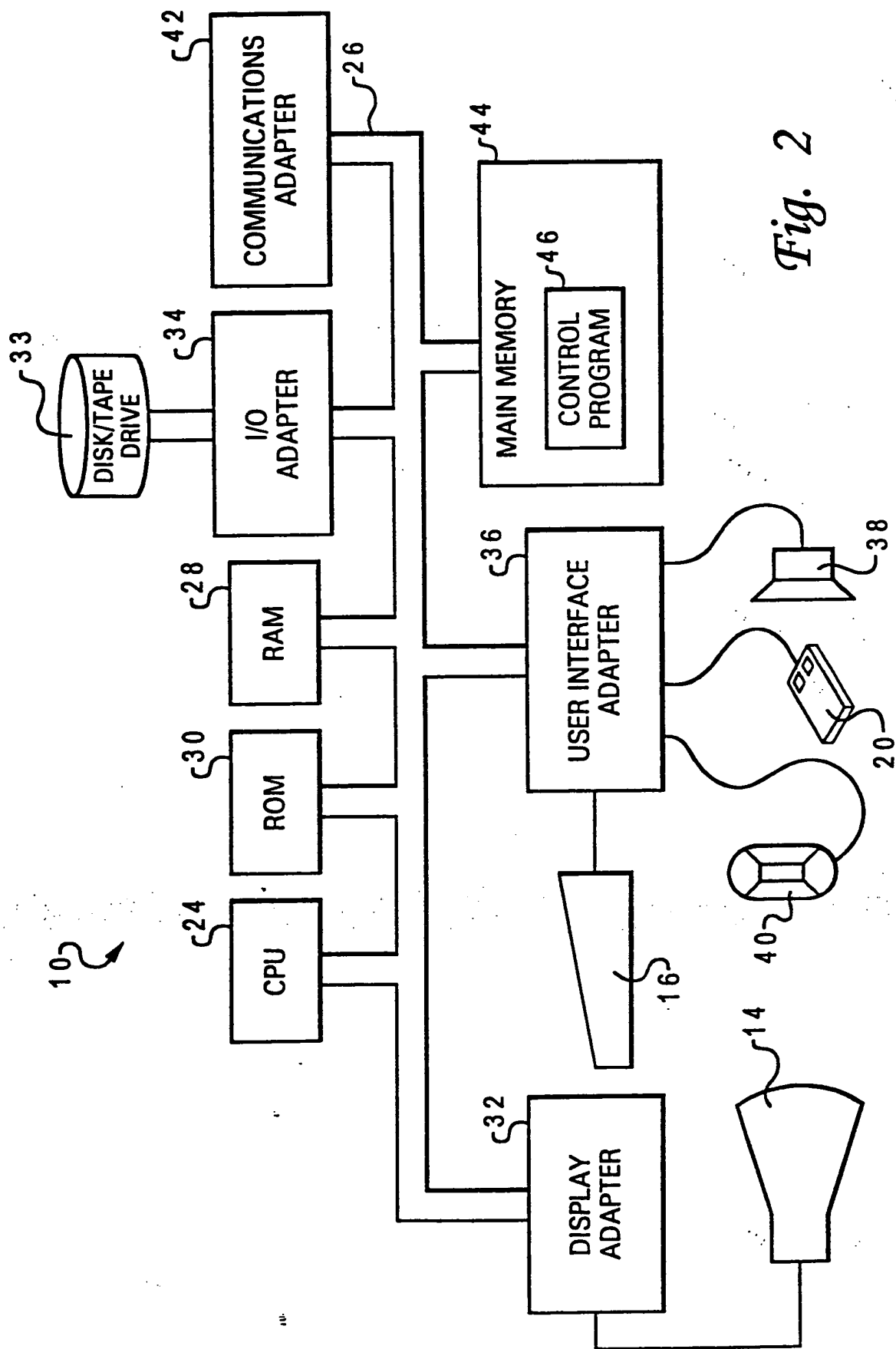


Diagram of a beam splitter 300. It features a central irregularly shaped region 308. On the left, four parallel horizontal lines with arrows pointing right pass through two lenses, 301 and 303, and enter region 308. On the right, four parallel horizontal lines with arrows pointing left exit region 308 and pass through two lenses, 305 and 309, before exiting through two more lenses, 308 and 304. The entire assembly is enclosed in a rectangular frame.

iii

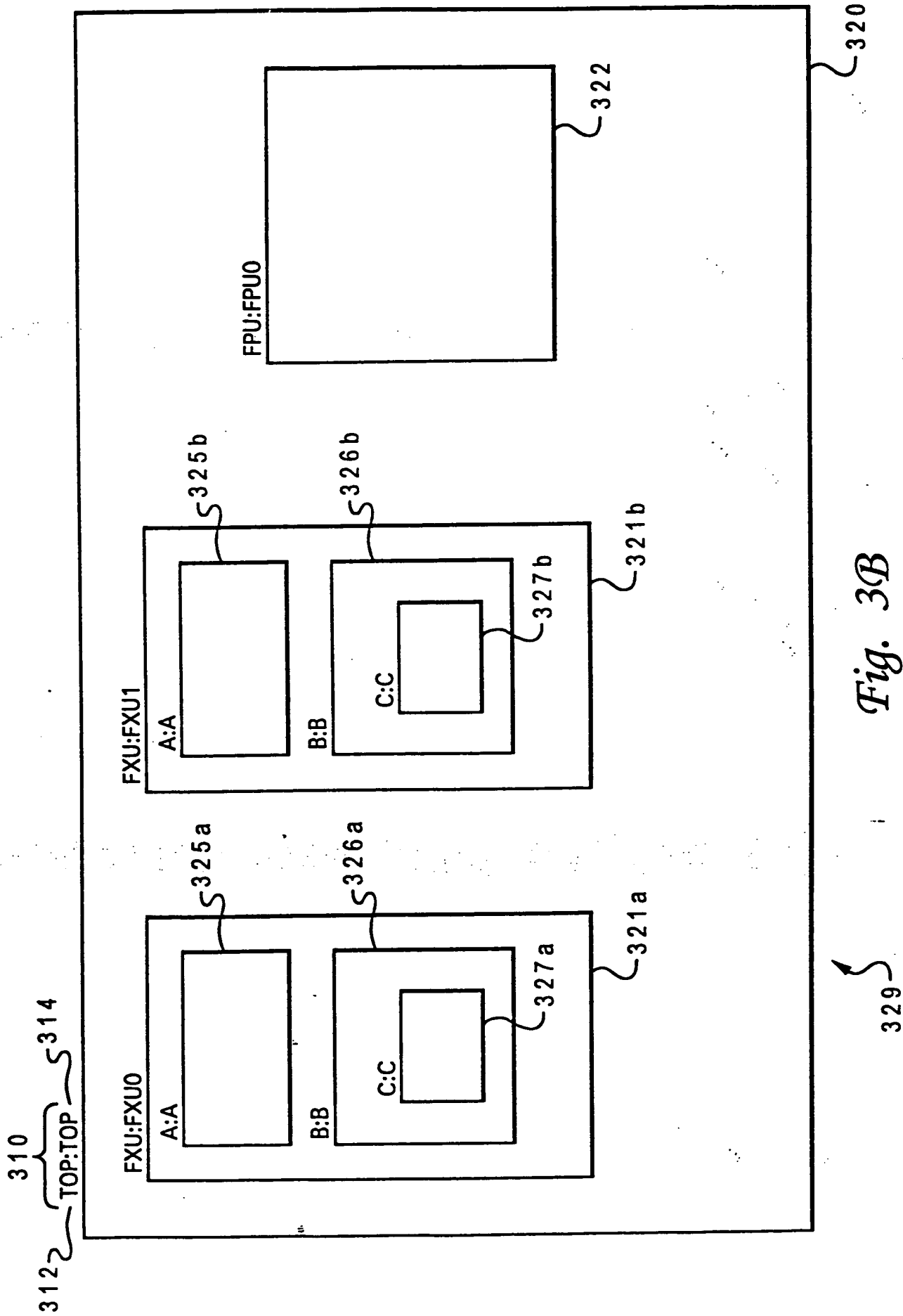
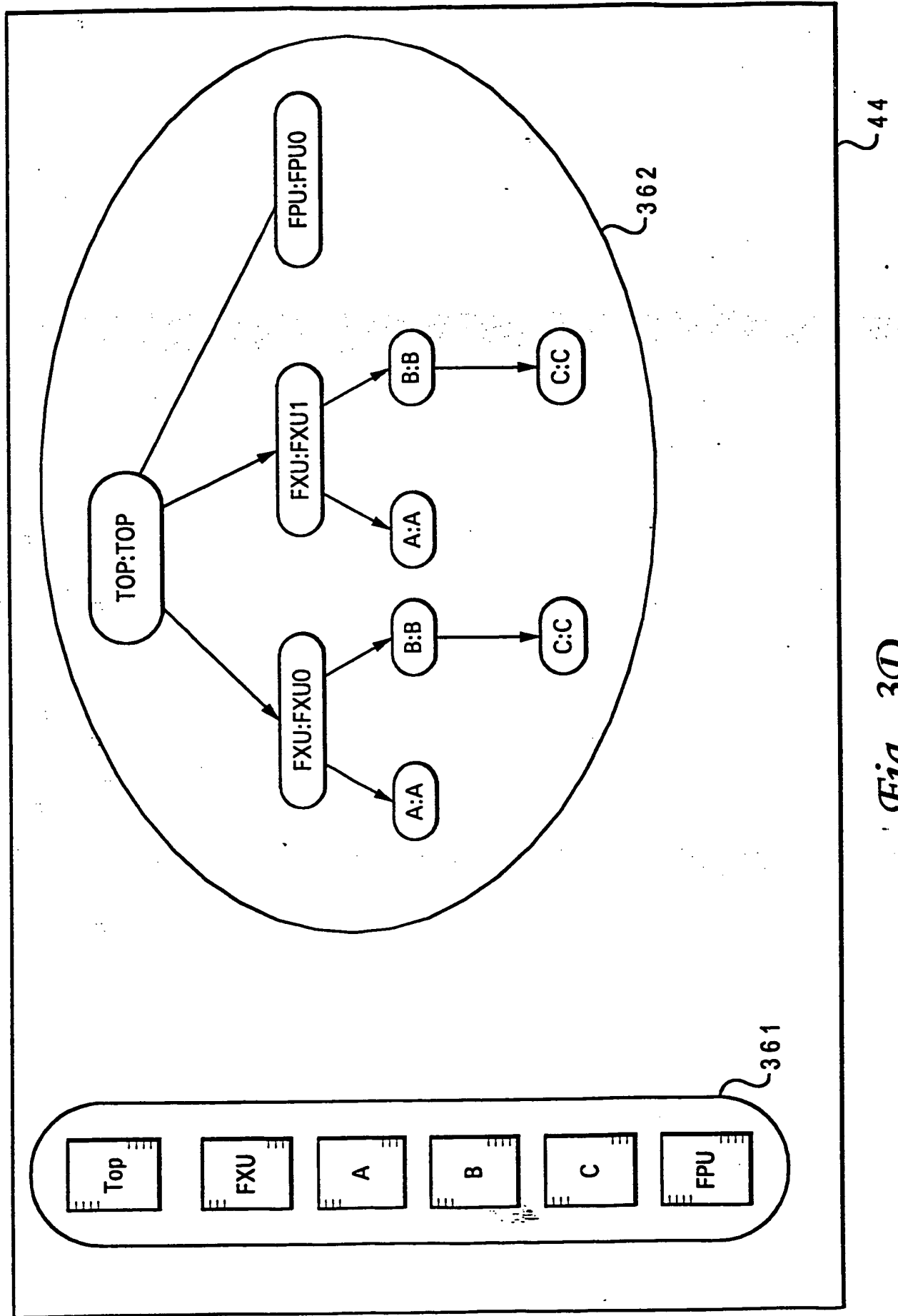


Fig. 3B

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graph TD; 345([Design Entity Proto Files]) --> 342[HDL Compiler]; 340([Design Entity HDL Files]) --> 342; 342 --> 344([Design Entity Proto Files]); 342 --> 341([Design Entity Proto Data Structures]); 342 --> 343([Design Entity Instance Data Structures]); 341 --> 346[Model Build Tool]; 343 --> 346; 346 --> 348([Simulation Executable Model]);
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The flowchart illustrates the process of generating a simulation executable model. It begins with two input components: Design Entity Proto Files (345) and Design Entity HDL Files (340). Both inputs feed into the HDL Compiler (342). The HDL Compiler (342) then produces three outputs: Design Entity Proto Files (344), Design Entity Proto Data Structures (341), and Design Entity Instance Data Structures (343). The Design Entity Proto Data Structures (341) and Design Entity Instance Data Structures (343) are then fed into the Model Build Tool (346). Finally, the Model Build Tool (346) generates the Simulation Executable Model (348).

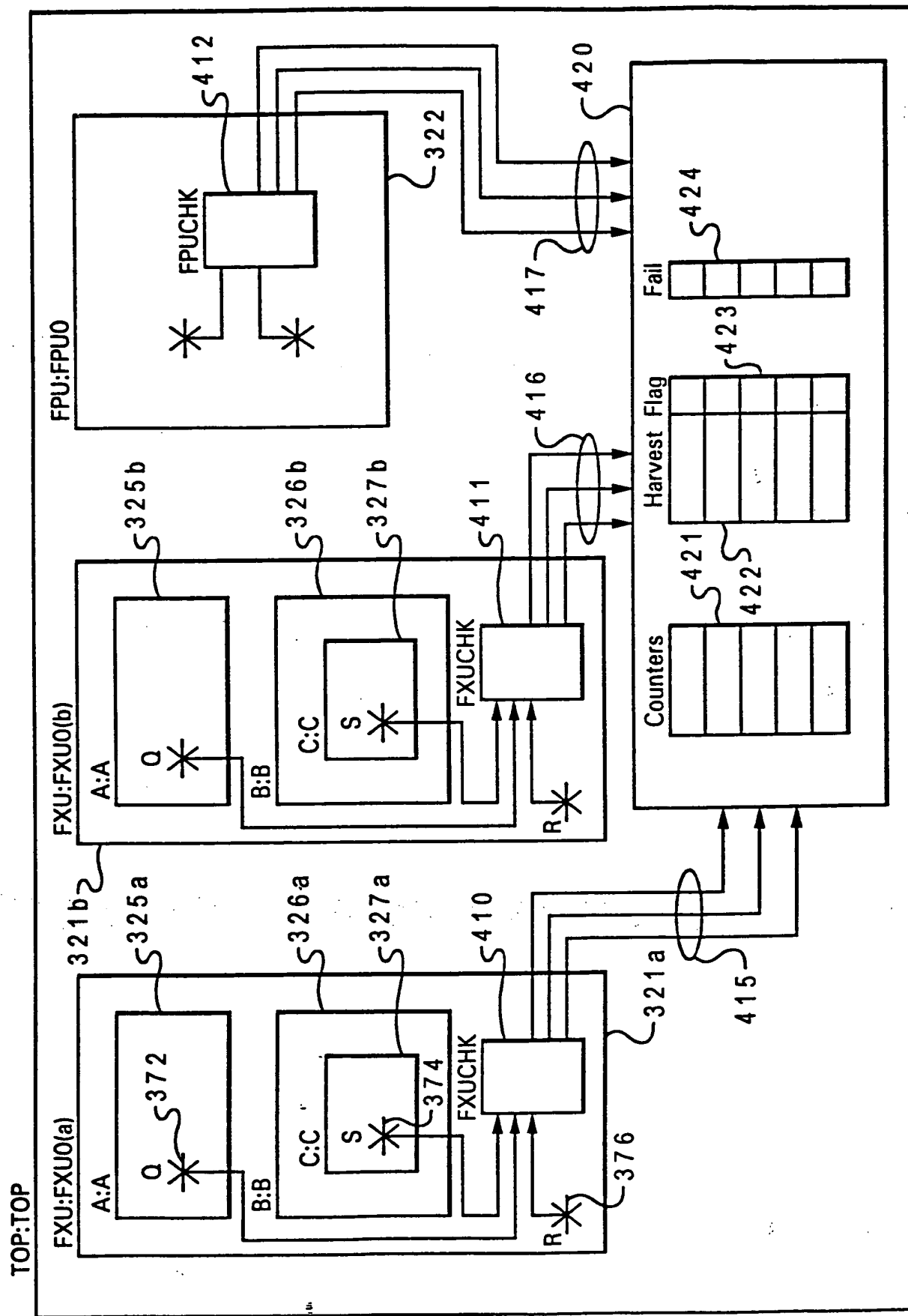
*Fig. 3C*



*Fig. 3D*

The diagram illustrates a system architecture. On the left, a series of horizontal arrows represent an input stream, passing through a component labeled 401. These arrows then pass through a component labeled 400, which is represented by a vertical oval. The output of component 400 is a stream of arrows entering a large, irregularly shaped block labeled 402. This block is situated within a larger rectangular frame labeled 409. From the right side of block 402, three horizontal arrows exit, labeled 403, 404, and 405. These arrows then pass through a component labeled 406, which is represented by a vertical oval. The output of component 406 is a stream of arrows exiting the frame 409, labeled 407 and 408. The arrows are labeled with text: 'fails(o..n)' for the top arrow, 'harvest(o..m)' for the middle arrow, and 'count(o..q)' for the bottom arrow.

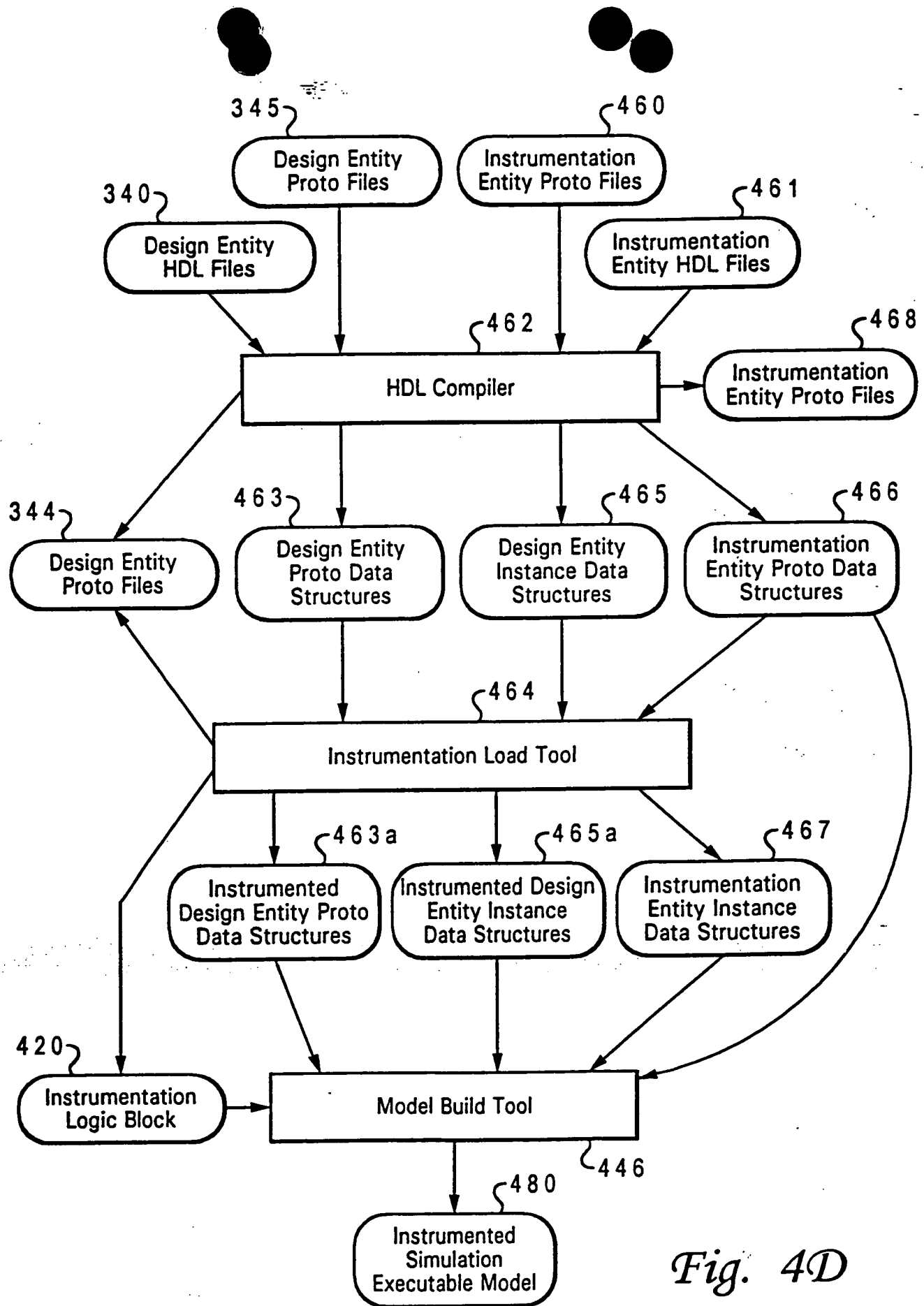
*Fig. 4A*



*Fig. 4B*







*Fig. 4D*

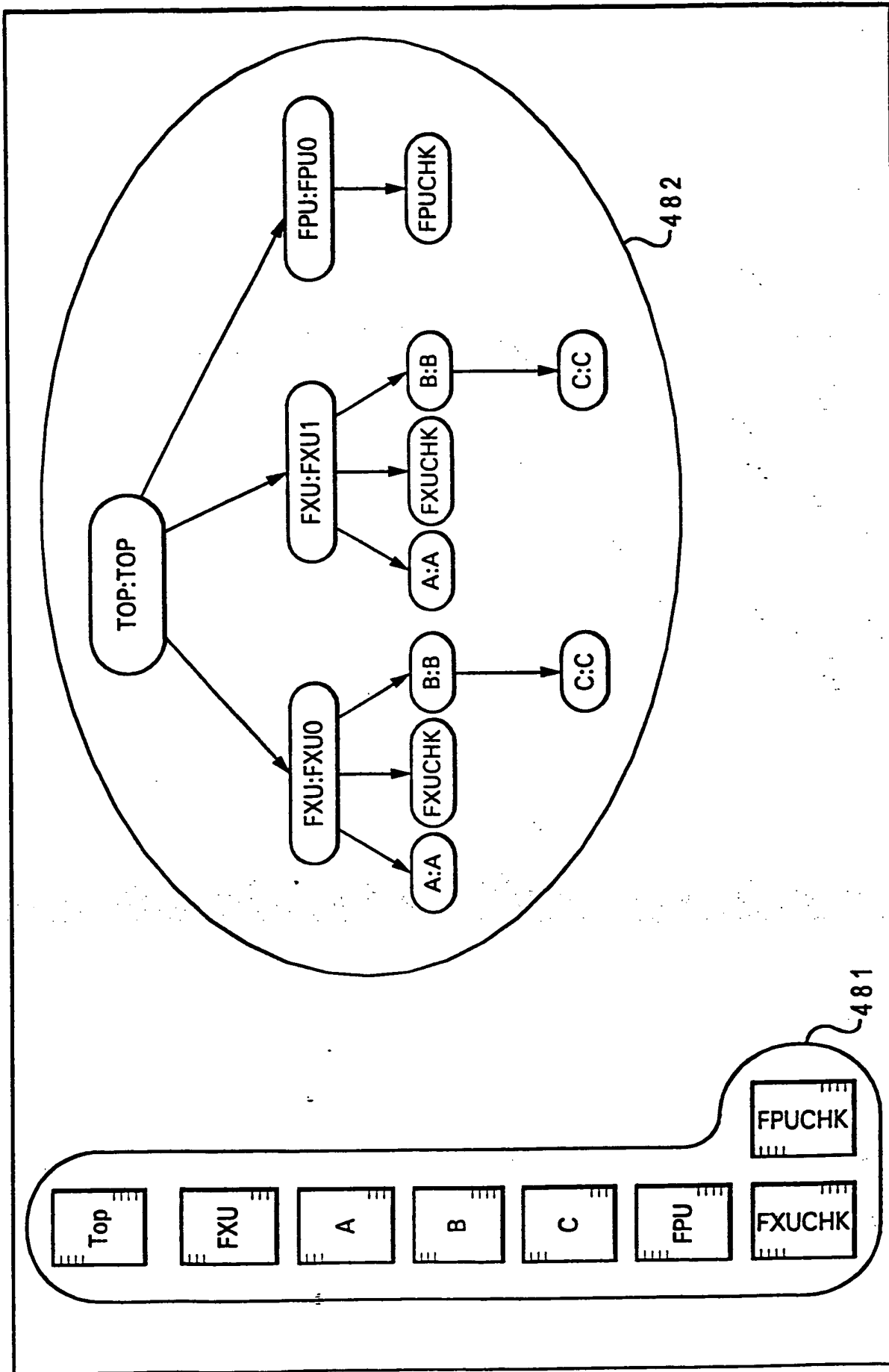


Fig. 4E

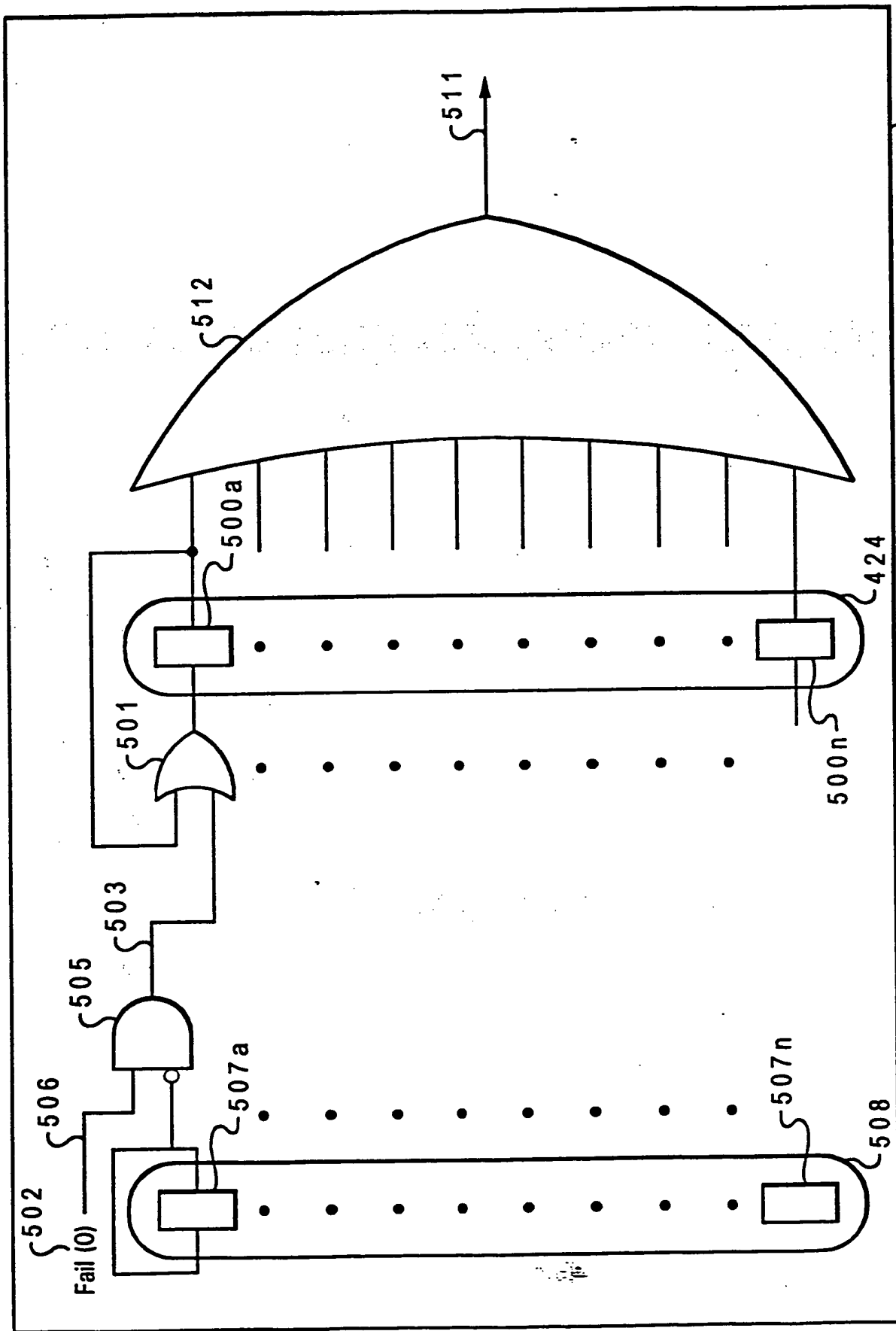
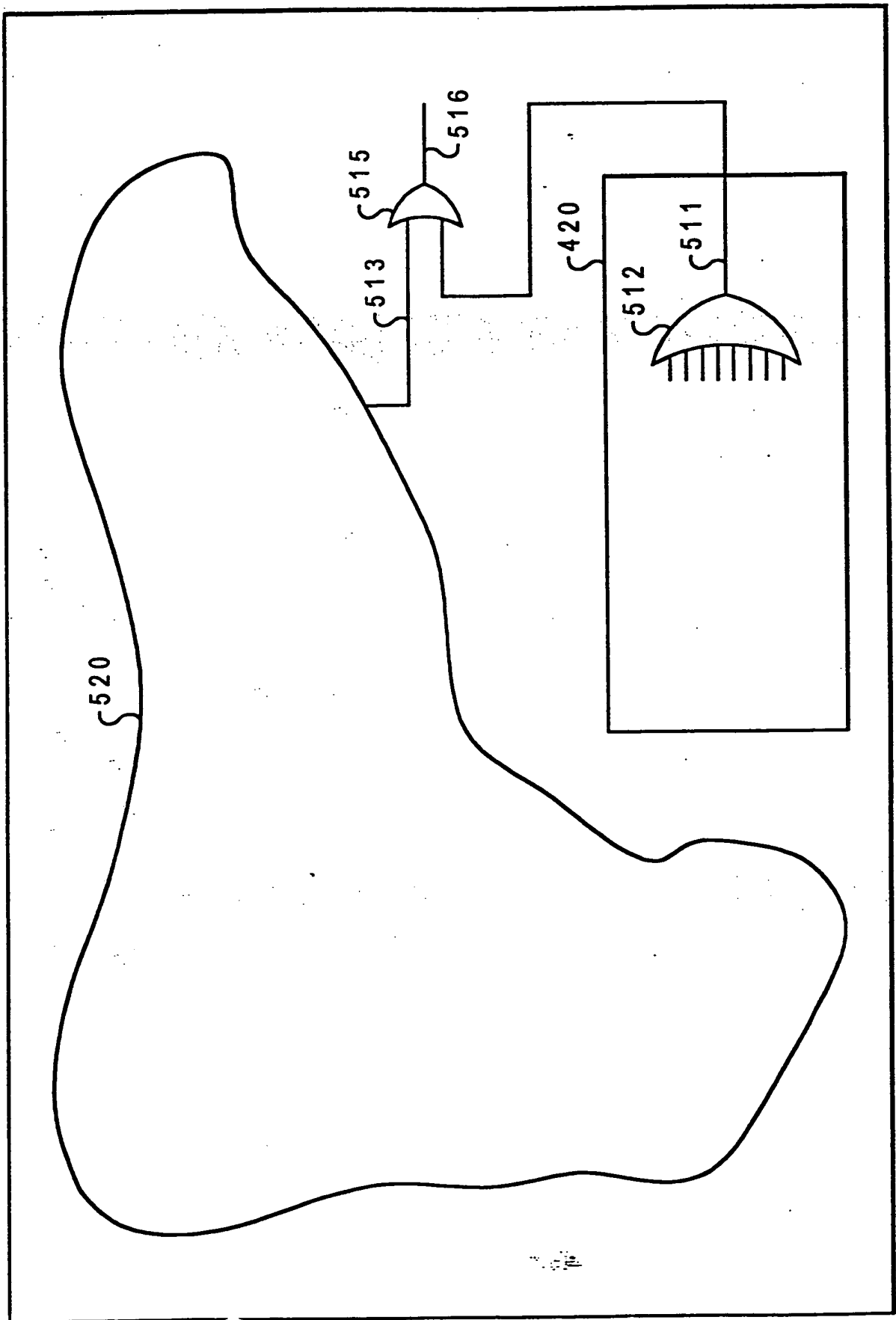
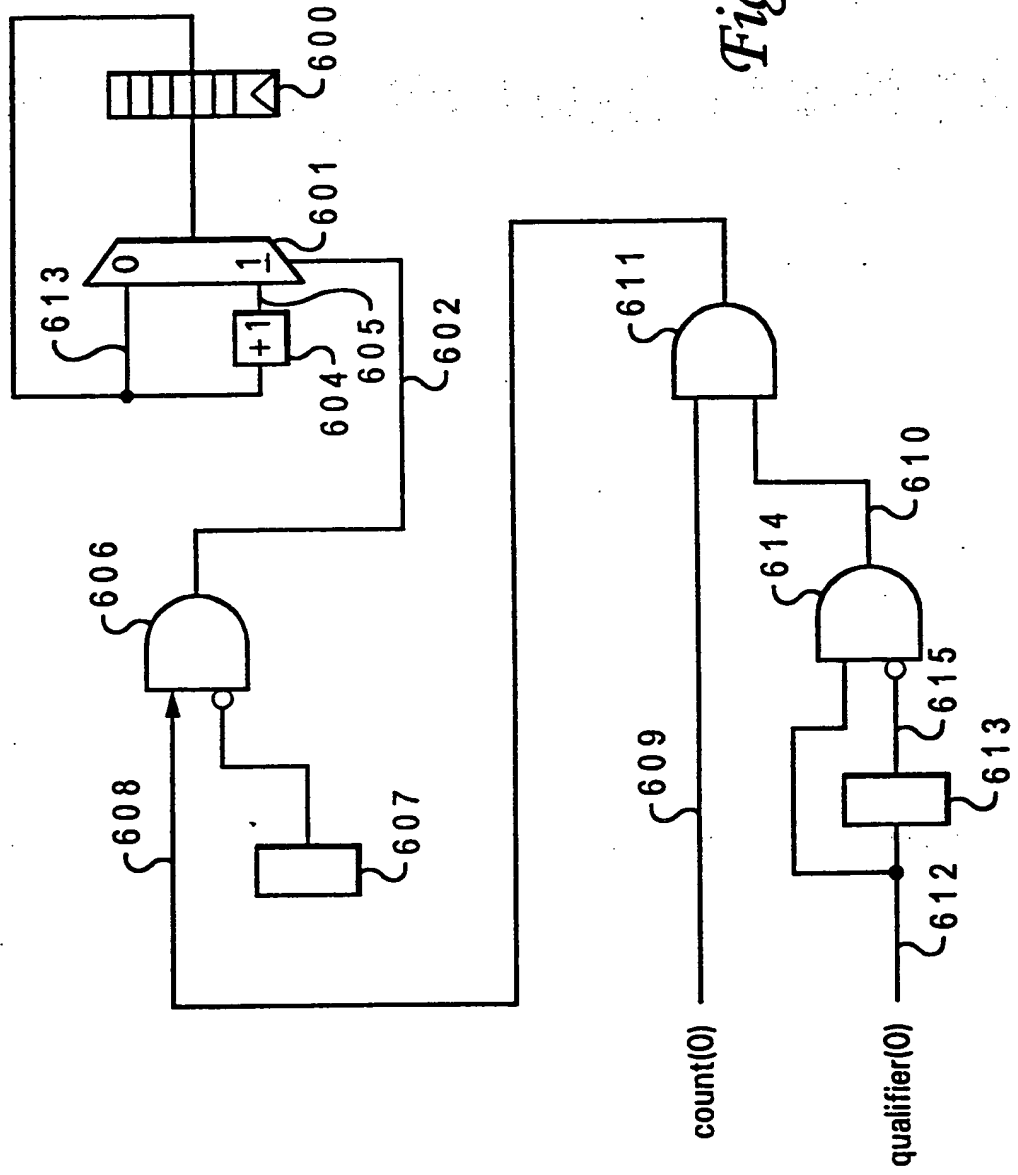


Fig. 5A



**Fig. 5B**

[illegible]

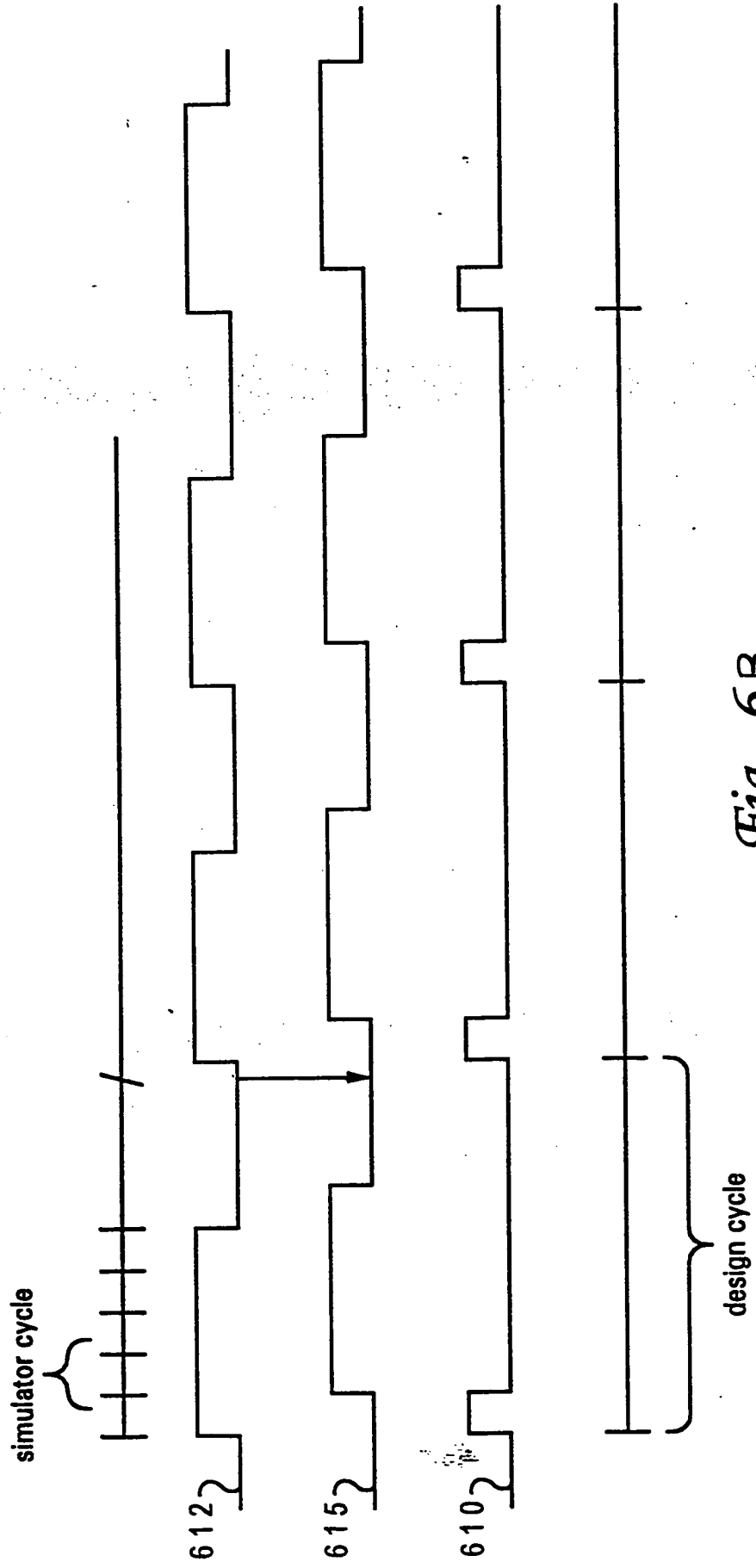


Fig. 6B

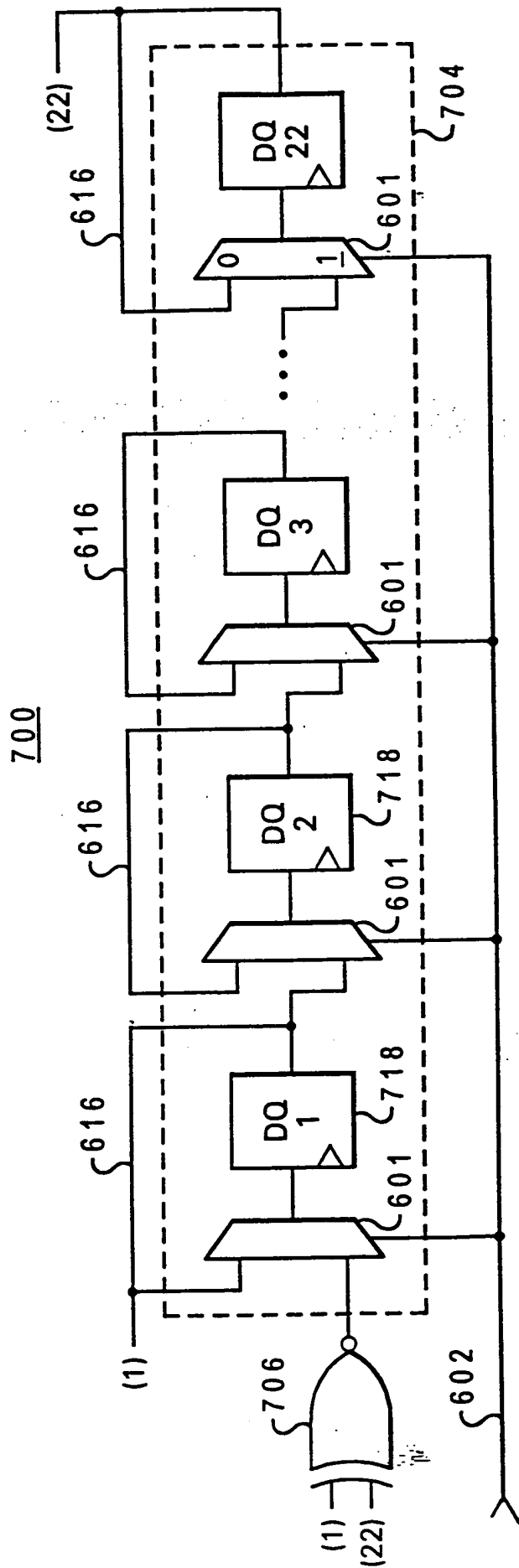


Fig. 7



entity Fsm: Fsm

850

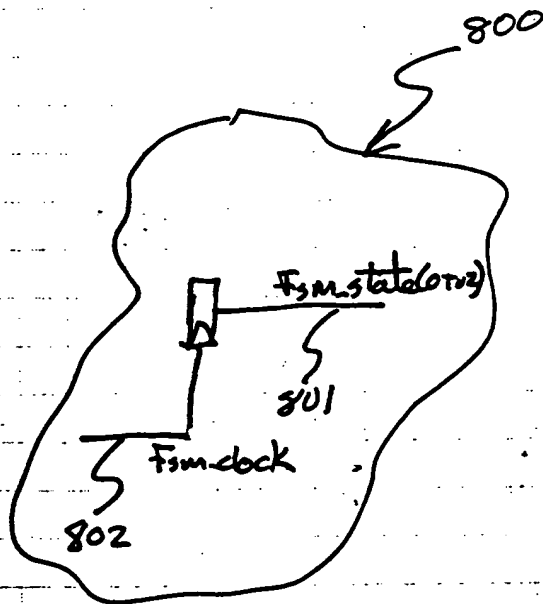


FIG. 8A  
(Prior Art)

entity Fsm IS

PORT (

.... ports for entity Fsm ....

);

ARCHITECTURE Fsm OF Fsm IS

BEGIN

.... HDL code for Fsm and rest of the entity. ...

fsm-state(0 to 2) <= ... signal 801 ....

```
853 E --!! Embedded Fsm : exampleFsm;
859 E --!! clock          : (fsm_clock);
854 E --!! state_vector   : (fsm_state(0 to 2));
855 E --!! states encoding : (s0, s1, s2, s3, s4);
856 E --!! state_encoding : ('000', '001', '010', '011', '100');
857 E --!! arcs            : (s0 => s0, s0 => s1, s0 => s2,
                           s1 => s2, s1 => s3, s2 => s2,
                           s2 => s3, s3 => s4, s4 => s0);
858 E --!! end Fsm;
```

852

86

END;

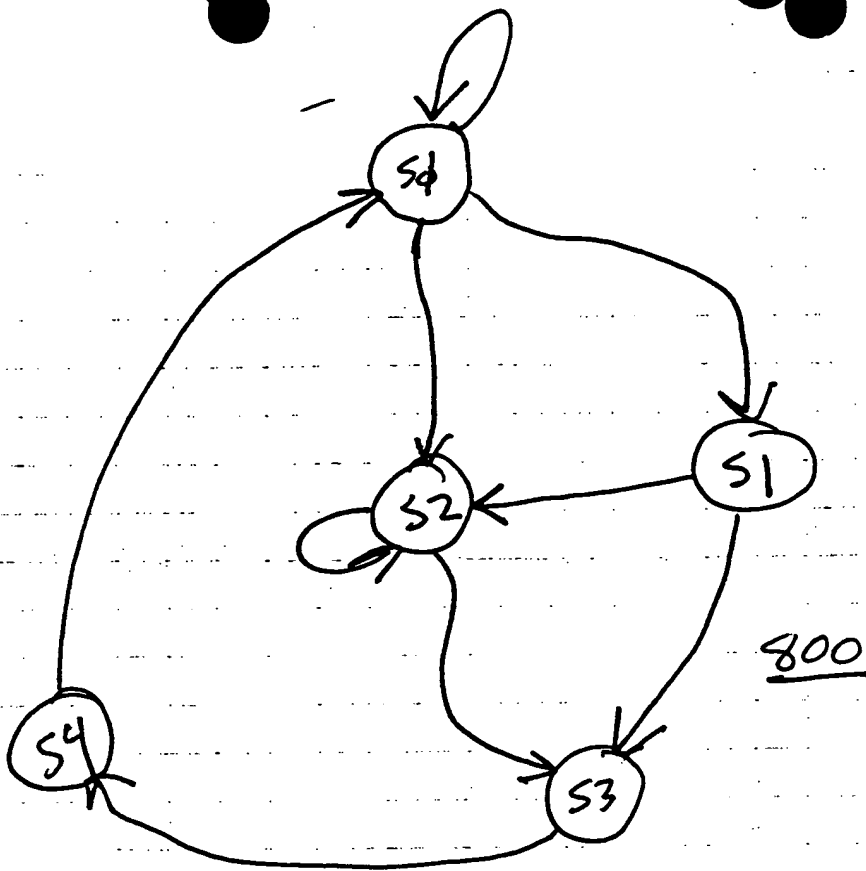


FIG. 8  
(Prior Art)

entity FSM:FSM

850

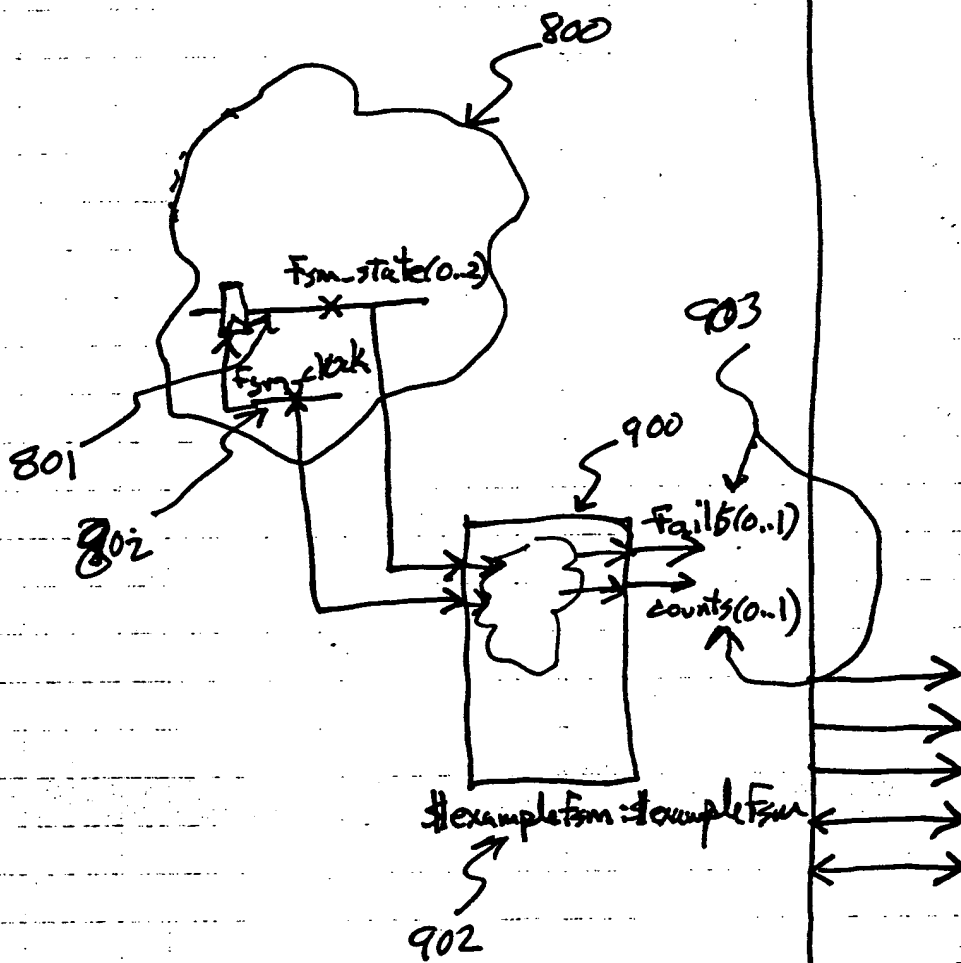


FIG. 9

TOP:TOP

1010a

X1:Y

B3:03

1012a

1014a

Z1:Z

B1:01

1016a

1018a

B2:02

1010b

X1:X2

07:03

1012b

1014b

Z1:Z

B1:01

1016b

1018b

B2:02

1020

Y1:Y

B4:04

1022

Z1:Z

B1:01

1016c

1018c

B2:02

FIG. 10A

10303

10323

10343

10363

<instantiation identifier>, <instrumentation entity name>, <design entity name>, <event name>

FIG 10B

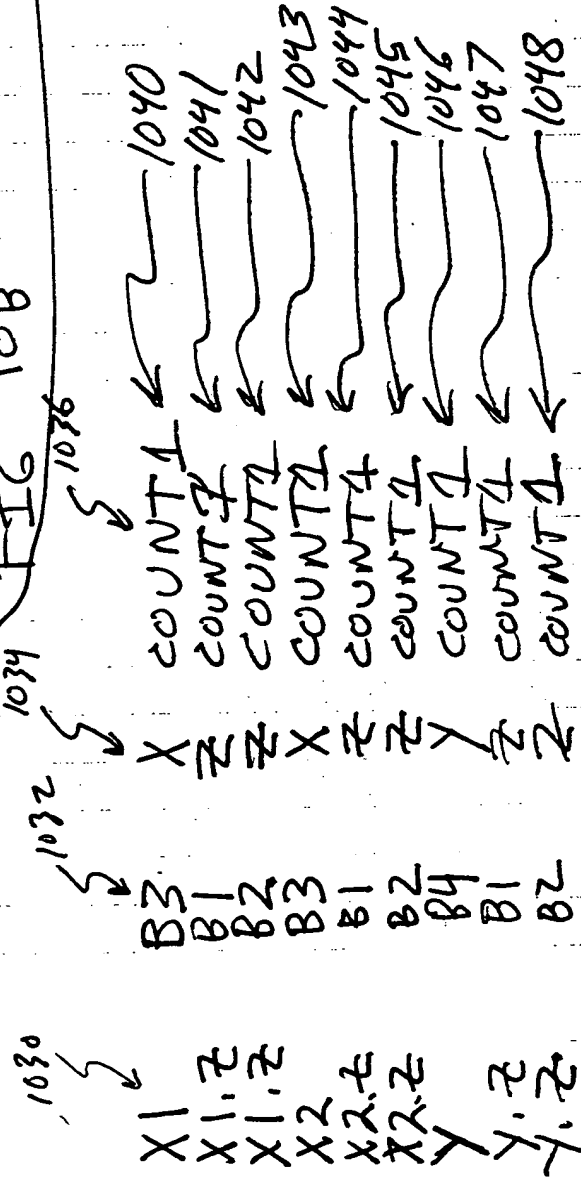
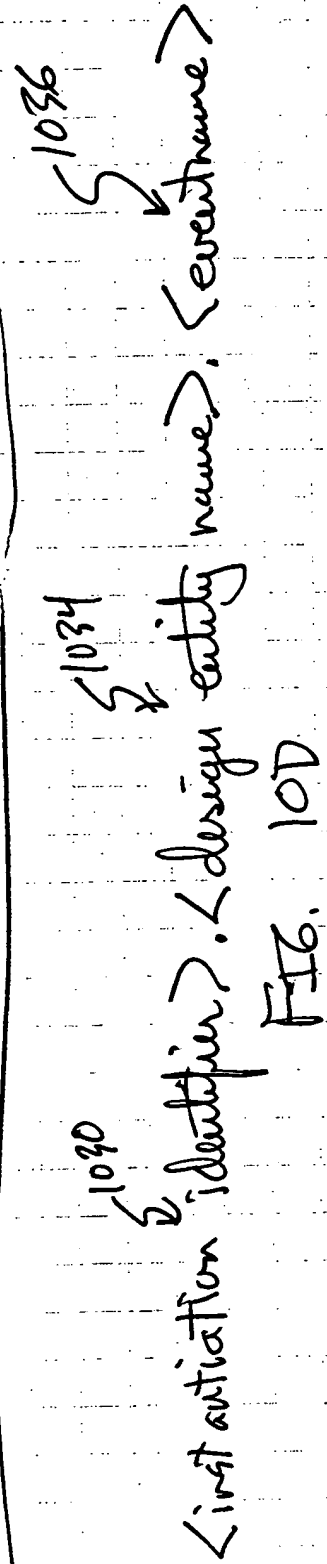


FIG 10C



[illegible]

510

top:top

士

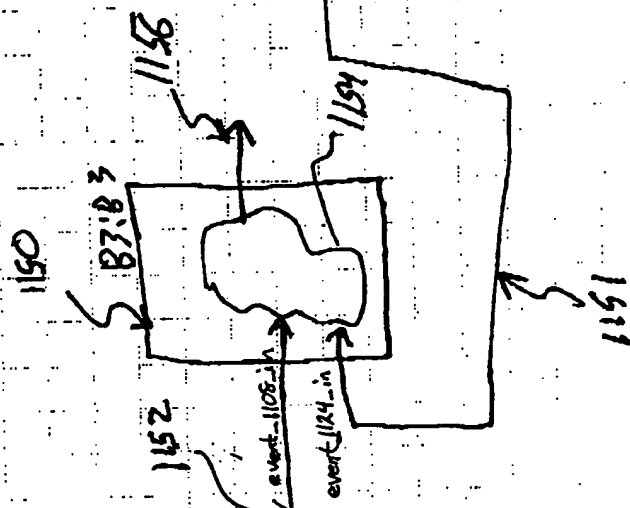
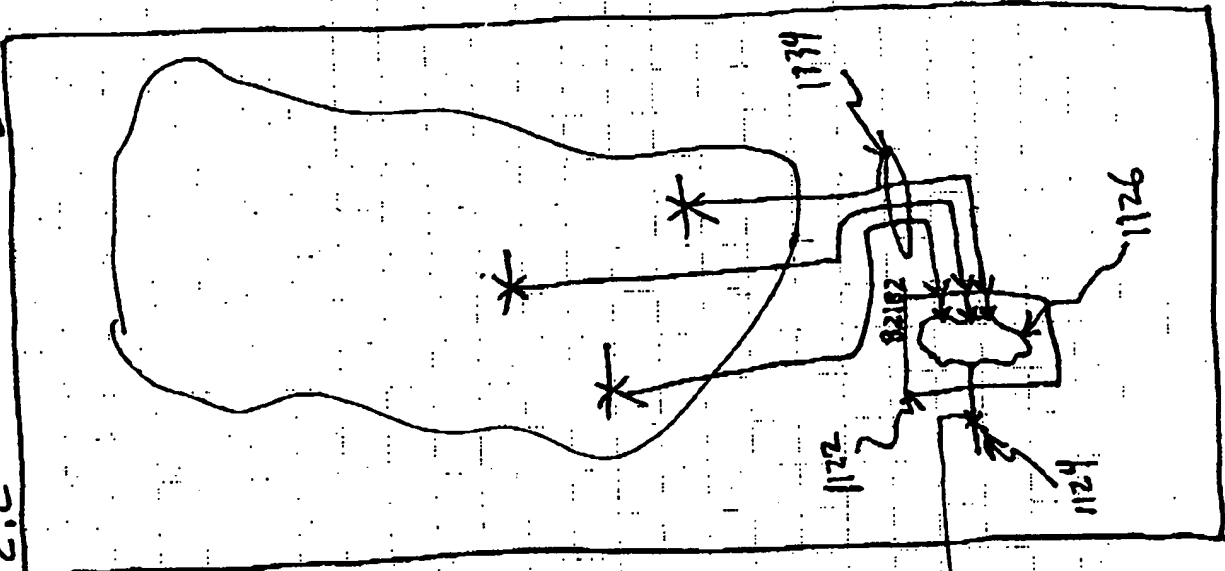
5-1102

**8:8**

1104

11203

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1100

FIG. 11A

416. 112



X:X

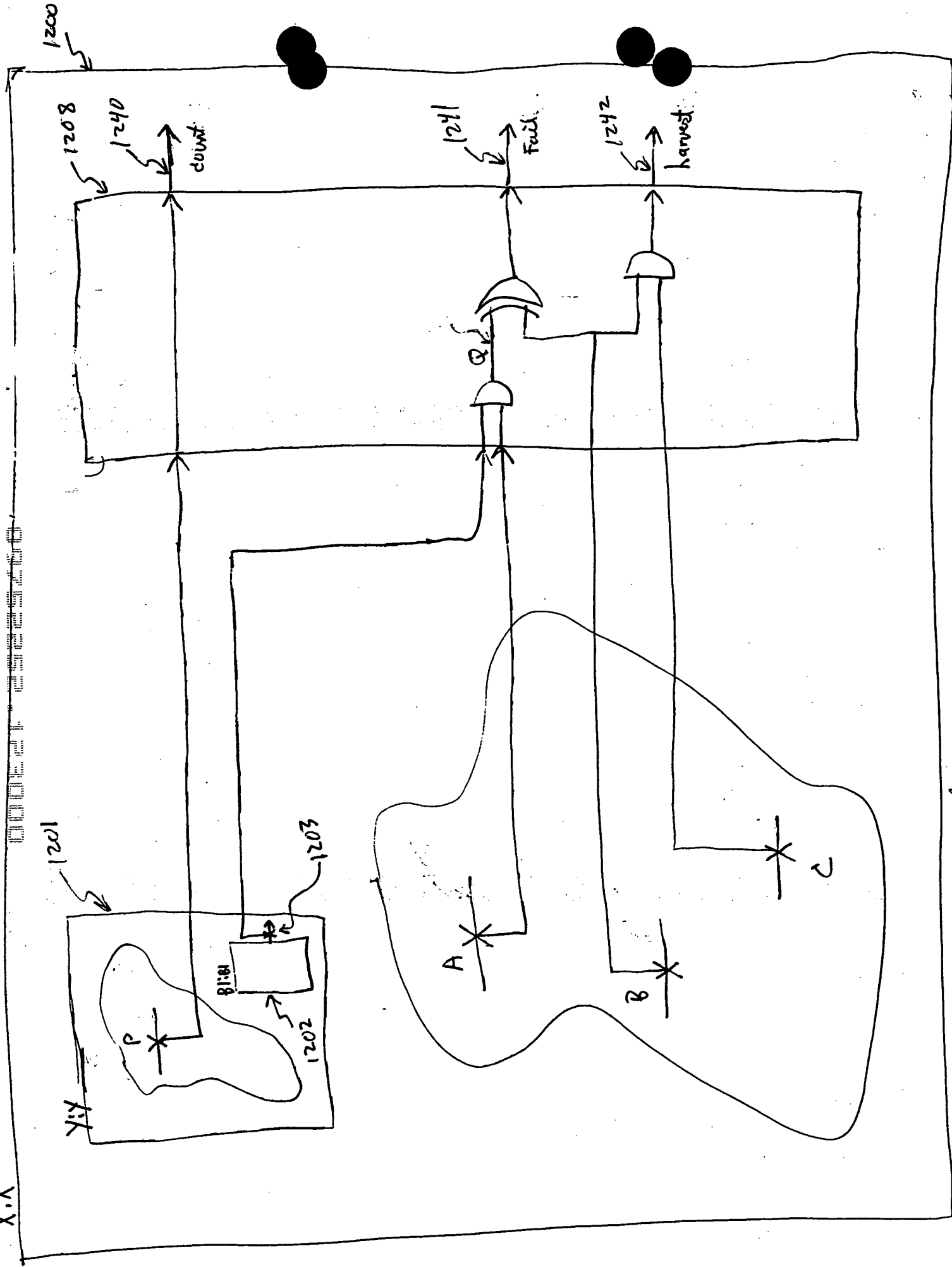


FIG. 12A

V-17A

Entity X IS

PORT (  
);

ARCHITECTURE example OF X IS

BEGIN

...HDL CODE FOR X....

Y:Y  
PORT MAP ( } 1221  
);

A <= ... } 1222  
B <= ...  
C <= ...

--!! [count, countname $\phi$ , clock] <= Y.P; } 1230  
--!! Q <= Y.[B].count.count1 AND A; } 1232  
--!! [fail, failname $\phi$ , "fail msg"] <= Q XOR B; } 1234  
--!! [harvest, harvestname $\phi$ , "harvest msg"] <= B AND C; } 1236 } 1223

END

FIG. 12B

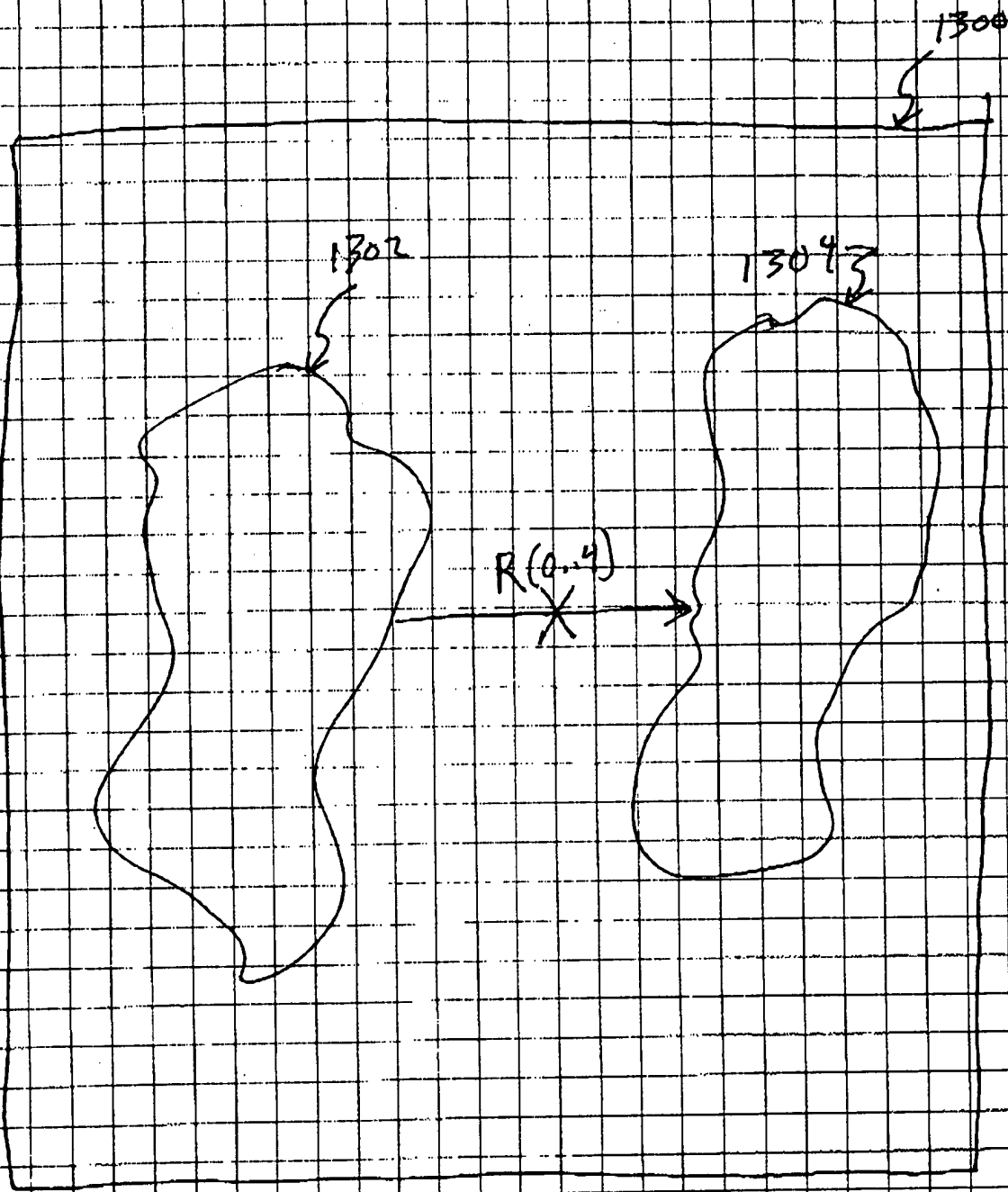
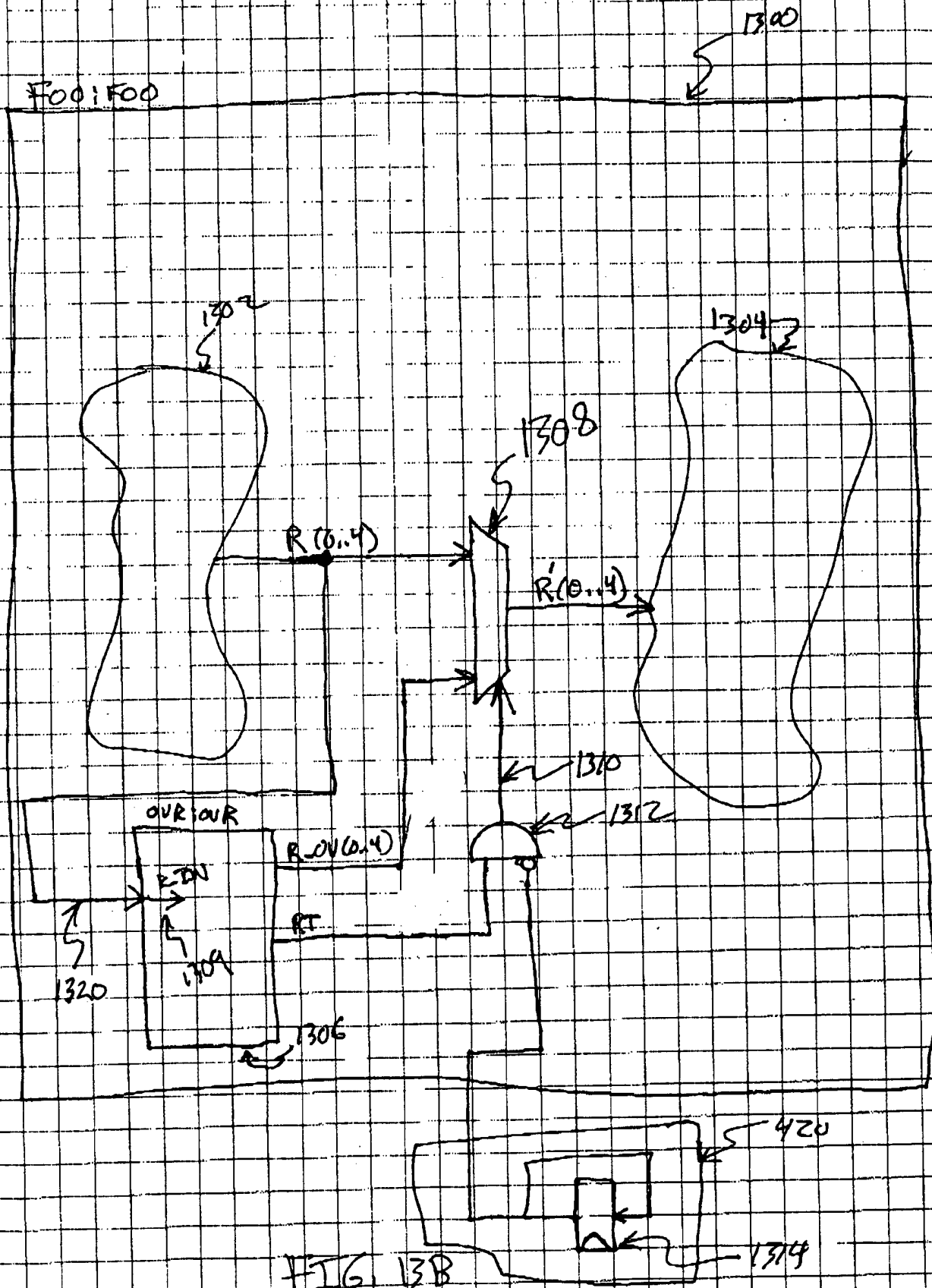


FIG. 13A

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ENTITY OVR IS

PORT ( R\_IN : IN std\_logic\_vector(0..4);

... other ports as required ...

R\_OV : OUT std\_logic\_vector(0..4);

RT : OUT std\_logic

);

-- !! BEGIN

-- !! Design Entity: FOO;

-- !! inputs (total)

-- !! R\_IN => R(0..4);

-- !! other ports as needed

-- !! END INPUTS

-- !! OUTPUTS

-- !! <R-OVERLAP>: R\_OV(0..4) => R(0..4) [RT];

-- !! END OUTPUTS

-- !! END

ARCHITECTURE example of OVR IS

BEGIN

.... HDL code for entity body section ....

END

FIG. 13C

ENTITY FOO IS

PORT (

)

ARCHITECTURE example of FOO IS

BEGIN

R <=

--!! R\_IN <= R;

--!! R\_OV(0..4) <=

--!! RT <=

--!! [Override, R\_OVERRIDE, R(0..4), RT] <= R\_OV(0..4);

384

FIG. 13D

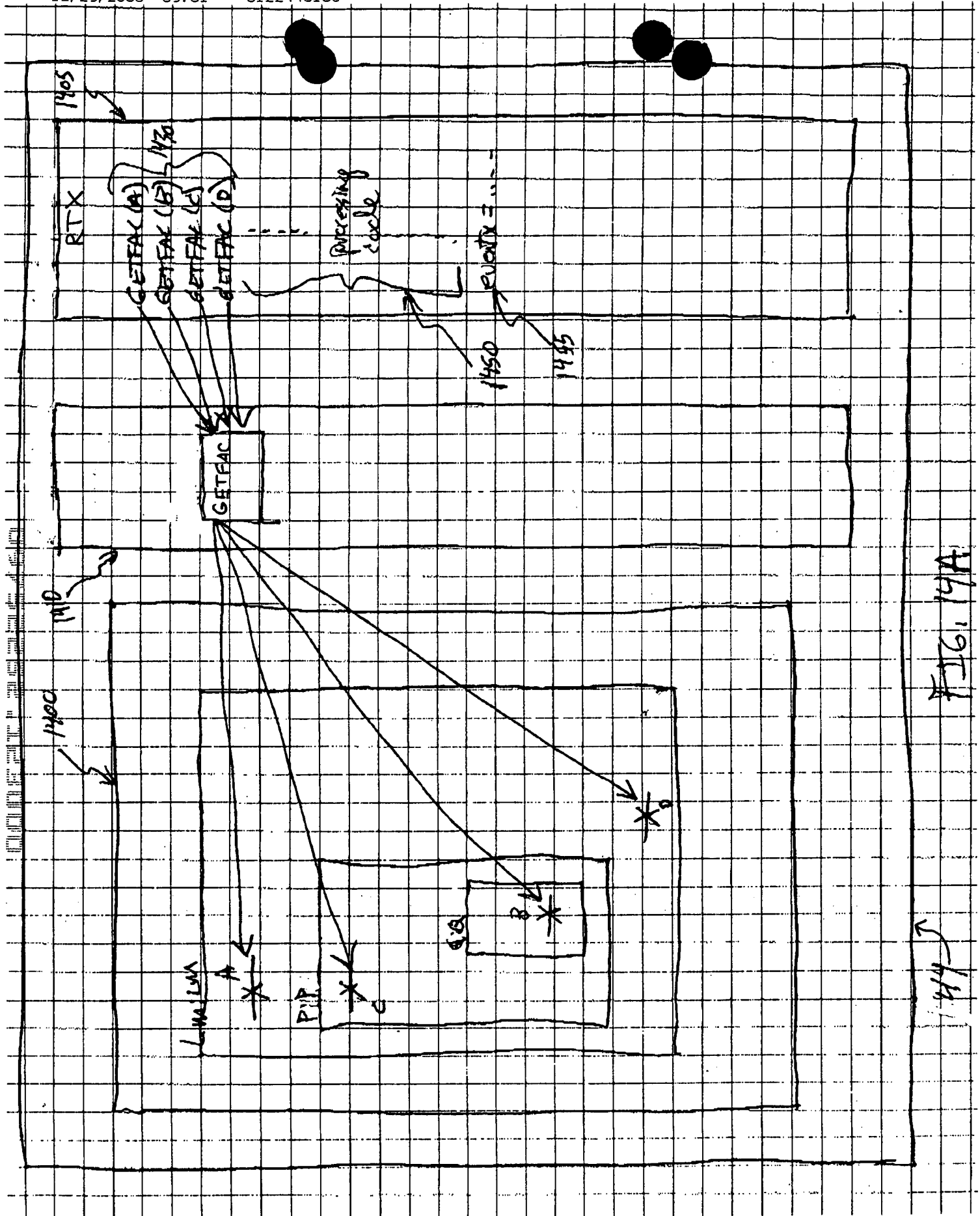
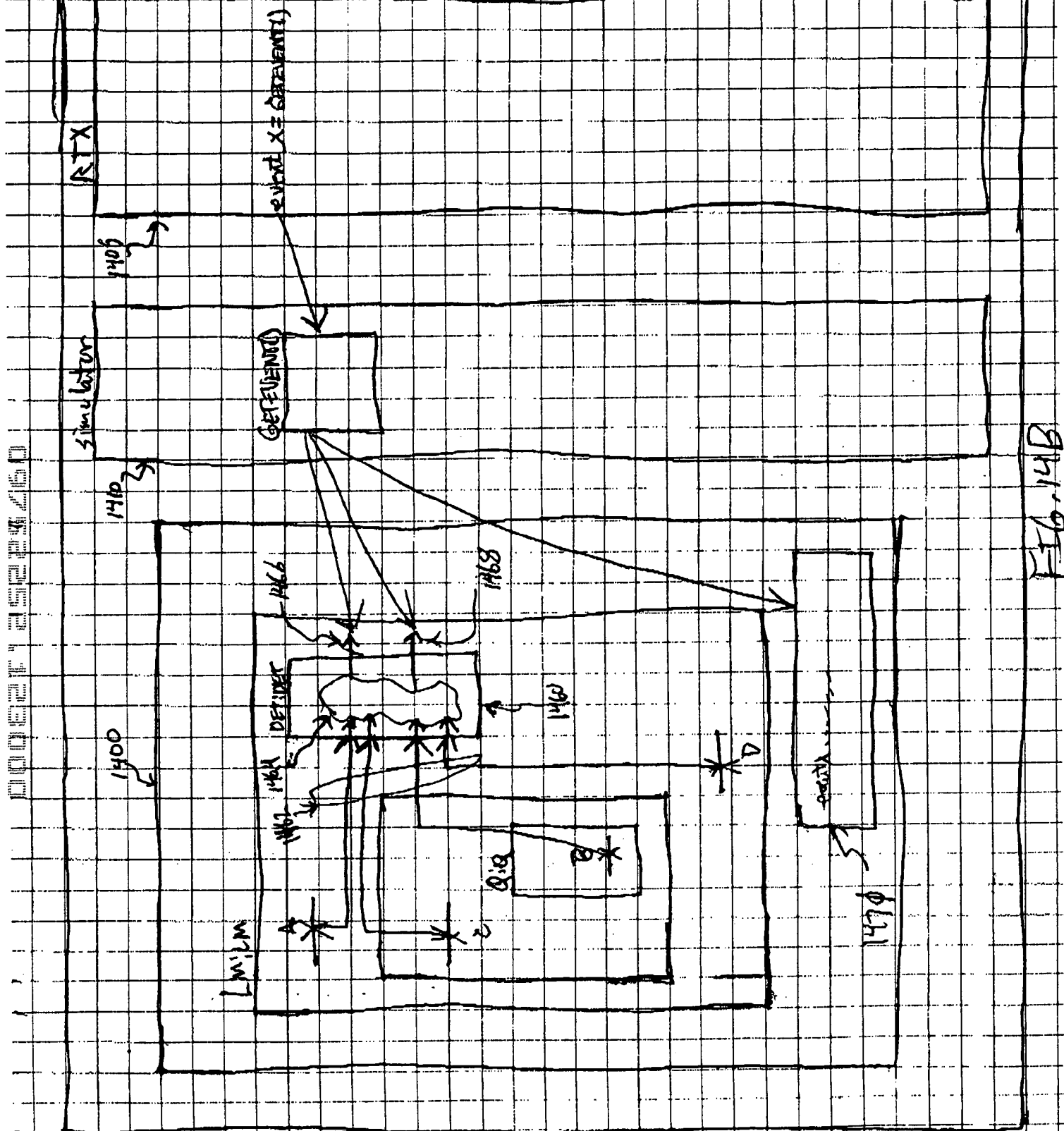


FIG. 19A





ENTITY DET IS

```

PORT ( A : IN std_logic;
       B : IN std_logic_vector(0 to 5);
       C : IN std_logic;
       D : IN std_logic;

```

```

       event_x : OUT std_logic_vector(0 to 2);
       x_here : OUT std_logic;
    );

```

```

-- !! BEGIN
-- !! Design Entity : LM;

```

```

-- !! INPUTS

```

```

-- !! A => A;
-- !! B => P.Q.B;
-- !! C => A.C;
-- !! D => D;
-- !! END INPUTS

```

```

-- !! DETECTIONS

```

```

-- !! <event_x>: event_x(0 to 2) [x_here];
-- !! END DETECTIONS

```

```

-- !! END

```

ARCHITECTURE example OF DET IS

```

BEGIN

```

```

    .... HDL code ....

```

```

END;

```

FIG. 142